

# **Boomer Fall Soccer**



\*\* Please follow our Facebook page and check your email for updates\*\*

Register Online

End of Season Survey

Coach's Packet age 3-6

Coach's Packet age 7+

Code of Conduct

Rules

#### WHAT

- 2025 Boomer Fall Soccer
- Program for Boys & Girls
- Ages 3-14
- Age as of the First Game

#### WHEN

- Games will be played on Saturday morning and early afternoons
- Games start August 16th
- Fall Soccer Schedule Page:

### Jay Community Center



#### WHERE

- Games will be played at the Jay County Recreation Complex (5363 W 450 S Portland, IN 47371)
- located on Como Road and 450 S

#### COST

- \$60.00 on or before Monday, July 28th Non-Refundable Fee
- Registration includes boomer soccer shirt and practice ball
- Multi Child Discount \$5 off each for 2 children registered \$10 off each for 3+ children registered
- Team Coaching Credit up to \$60 (2 or more coaches split the coaching credit)
- Any accepted late registrations will have a \$10 late fee per registrant

#### TEAMS

- Teams will be organized by JCC
- Players will be placed on teams by special requests, M/F, and age
- Typical age groups are the following: 3-4, 5-6, 7-9, 10-14

#### PRACTICE

- Practices will be scheduled by coaches
- Coaches will also pick where practices will be held

#### POTENTIAL SPECIAL REQUESTS:

- Same Team as Sibling or Please Play with
- If you want your child on the same team as a friend the request must match the friend's request
- Siblings playing in the same age division will be placed on the same team.
- All other requests are not guaranteed, and teams won't be stacked or overloaded due to special requests.

#### PICTURES

- Pictures will be taken within the first three weeks of games prior to the scheduled game time
- Pictures will be taken by

## Legacy Portraits by Carly Sanderson

#### Particaipte in a JCC Fundraiser

& Play for Free! Forms & Info Available at JCC!!

(Click here for details)

#### SHIN GUARDS ARE MANDATORY!!!

Made possible by a grant from the Portland Foundation

